

AUTO RACE



Brake

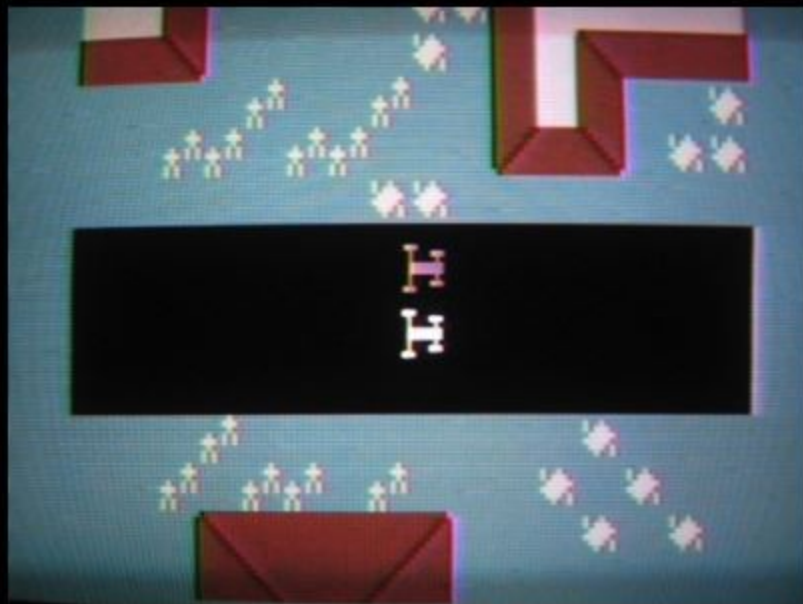
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Publisher: Emerson (1982)

Readers: C- (4 votes) [✓Vote](#)

Reviewed: 2017/2/28



Arcadia 2001 instruction manuals are hard to come by so I was really happy to see an intuitive setup menu when I fired up Auto Race. You simply select the number of players, one of three routes, your speed setting, and number of laps. Then you hit start and you're off to the races. Your car slowly accelerates on its own. You press a button to brake, and that comes in handy for tight turns and to avoid the occasional pedestrian. Wait a minute - are those flailing pedestrians or *turkeys*?!

The scenery is limited to trees and box-like shapes representing the roofs of houses. The angular roads tend to zigzag all over the place but your car does have the ability to power slide. The choppy scrolling causes flashing along the edges of the screen but since your car remains in the center it doesn't really affect the gameplay. Once you reach the finish

your time is displayed.

In the two-player mode you earn points by outrunning your opponent or having him crash. After each crash two scores are displayed labeled "MAG" and "WHT". It took me a few seconds to realize that it was referring to the *colors* of the automobiles: magenta and white! There's not much to see here, but if you want to burn rubber the old school way, give Auto Race a go.

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Recommended variation: 2

Our high score: 40 sec

1 or 2 players